



Contribution ID: 210

Type: **not specified**

IP / UNIX Socket Backlog

Wednesday, 11 September 2019 12:57 (15 minutes)

there is “backlog” option used in MySQL for both IP and UNIX sockets, but seems like it has a significant overhead on heavy connect/disconnect activity workloads (e.g. like most of Web apps which are doing “connect; SQL query; disconnect”) – any explanation/ reason for this? can it be improved?

I agree to abide by the anti-harassment policy

Yes

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Session Classification: Databases MC